

MULTI-MODE TEXTURE COMPRESSION ALGORITHM

ABSTRACT

A multi-mode texture compression algorithm is provided for effective compression and decompression texture data during graphics processing. Initially, a request is sent to memory for compressed texture data. Such compressed texture data is then received from the memory in response to the request. At least one of a plurality of compression algorithms associated with the compressed texture data is subsequently identified. Thereafter, the compressed texture data is decompressed in accordance with the identified compression algorithm.